NINTENDO DS™

New SUPER MARIO BROS.®

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at **www.nintendo.com/games**, feature walkthroughs, frequently-asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online.

For more information about our forums, visit **www.nintendo.com/community**.

If you don't have access to the website, recorded tips for many titles are available on Nintendo's Power Line at **(425) 885-7529**. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

EVERYONE

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CONTENT RATED BY ESRB

Nintendo®

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CONTENTS

Controls — 4
Getting Started — 6
Selecting a Game — 7
Options — 8

Mario Game (Single Player)

Peach's Peril — 10
Mario Game: Getting Started — 11
Viewing the Game Screens
Map Screen — 12
Action Screen — 14
Midway Points and Goals — 15
Blunders and Game Over — 15
Pause Menu — 16
Saving and Sleep Mode — 16
Items and Gimmicks — 17
Action Intros
Mario's Basic Actions — 18
Mario's Power-ups — 22
Mega Mario — 23
Mini Mario — 24
Shell Mario — 24

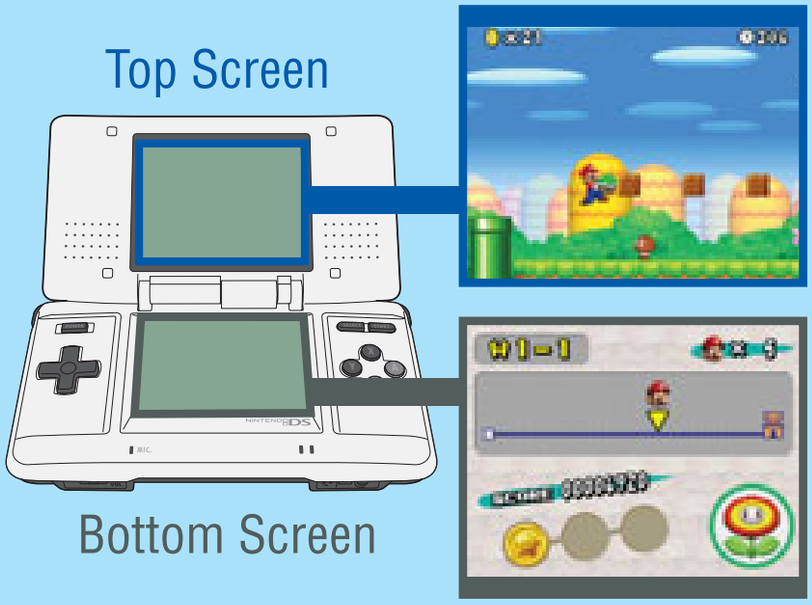
Mario Vs. Luigi (Two Players)

Mario Vs. Luigi: Getting Started
Connecting — 26
Setting Game Rules — 27
Viewing the Game Screens — 28

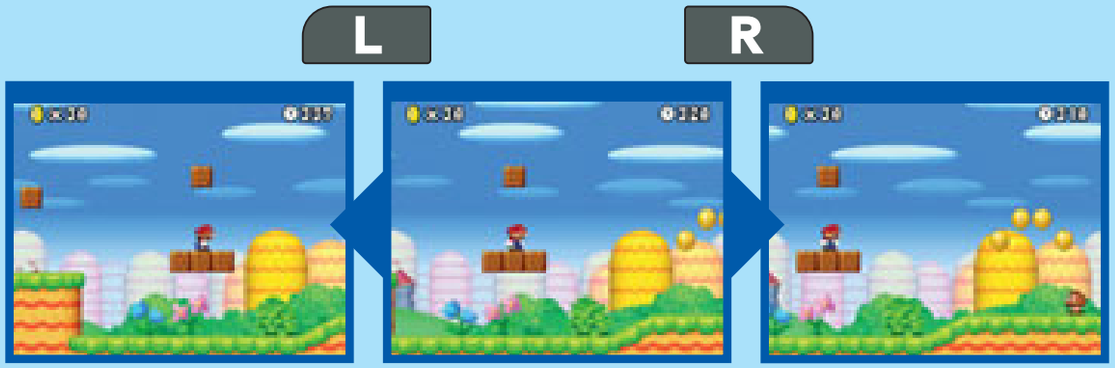
Minigames (One to Four Players)

Minigames: Getting Started
Vs. Battle — 30
1 Player — 31

Screen shots in this instruction booklet show both the top screen and the bottom screen (Touch Screen). You can tell which screen is which by looking at the frame around the screen shot.



Controls



You can move the map screen (➡page 12) and the action screen (➡page 14) left and right by pressing the L and R Buttons.

Menu Controls

Select	✚ or use Touch Screen
Confirm	Ⓐ or use Touch Screen
Cancel	Ⓑ or tap

Move

Enter pipes and doors

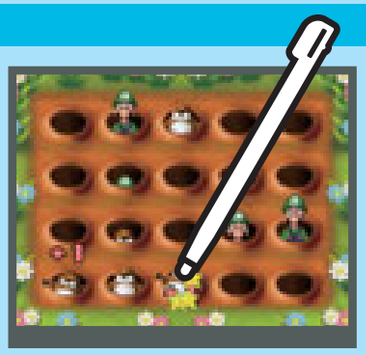
Climb ropes and vines

Touch Controls

Choose a world to move to (➡ page 12)

Use stored items (➡ page 14)

Minigame controls (➡ page 30)



Microphone

Touch Screen and mic controls are mainly used in minigames. (➡ Page 30)

Stopping Your Game

Activate Sleep Mode (page 16) by closing your system at any time when you're playing in single-player mode. (Sleep Mode does not work during multiplayer games.) Open your system to continue playing your game. If the system loses power during Sleep Mode, you'll be returned to your previous save point next time you play.

If the system is fully charged, you can remain in Sleep Mode for roughly one week. If the charge light changes from green to red during Sleep Mode, the system is almost out of power, and the system should be plugged in and charged at once. Sleep Mode's duration may change depending on the battery charge, game play, and temperature of the game system.

Open and close the pause menu (➡ page 16)

Open minigame pause menu (➡ page 31)

Y or X + left or right on ✚ : Dash

B or A : Jump / Swim (in water)

See page 8 for information on how to change which buttons do which actions.

For details on actions, see pages 18 through 24.

Getting Started

Make sure your Nintendo DS is off, and then insert the New Super Mario Bros. Game Card into the DS Game Card slot until it clicks into place and turn the power on.

1 Read the information on the start-up screen and then tap the screen to move to the DS menu screen.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

2 On the DS menu screen, tap the New Super Mario Bros. panel.

If you have your Nintendo DS start-up mode set to Auto, the DS menu screen will not appear. See your Nintendo DS instruction booklet for more details.

1 Selecting a Game

Choose the game mode you want to play by selecting one of the four modes shown on the menu screen. Press up or down on ✚ to select a mode and press Ⓐ to confirm. You can also make selections by tapping the Touch Screen. Press Ⓑ to return to the previous screen.

Mario Game (Single Player)

A single-player game where you control Mario and clear courses to rescue Princess Peach. (➡ Page 11)

Mario Vs. Luigi (Two Players)

A two-player game in which you and a friend control Mario and Luigi and compete to collect Big Stars. (➡ Page 26)

Minigames (One to Four Players)

A multitude of minigames for up to four players. (➡ Page 30)

Options

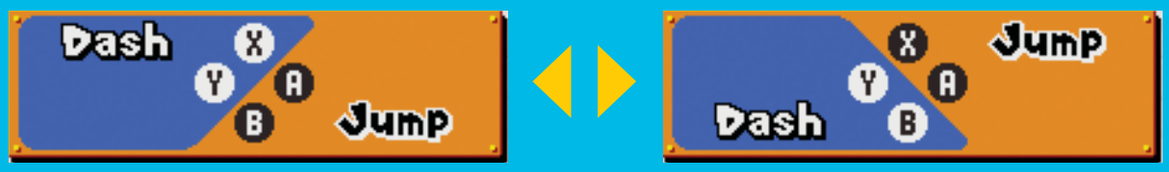
Sound and control settings. (➡ Page 8)

Options

On this screen, you can change your sound and control settings. Use your stylus or ✚ to select menu items and make changes. Press B to confirm your changes and return to the main menu.

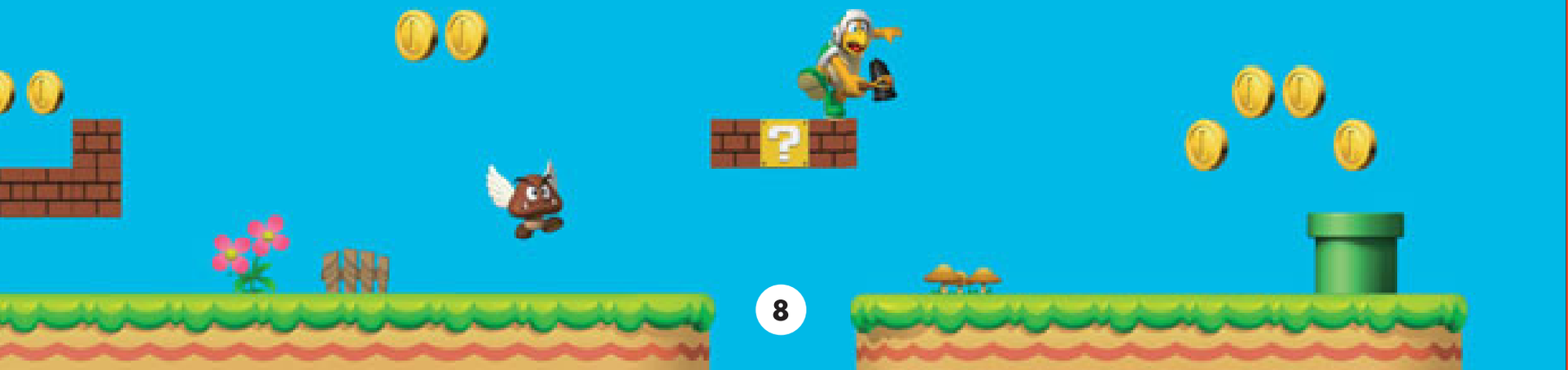
Sound Select the sound setting you prefer.

Controls Choose the control setup that works for you.



Tap OK or press B to save your settings and return to the main menu.

When the manual refers to jump and dash buttons, it will be referring to the buttons designated in the Controls option.



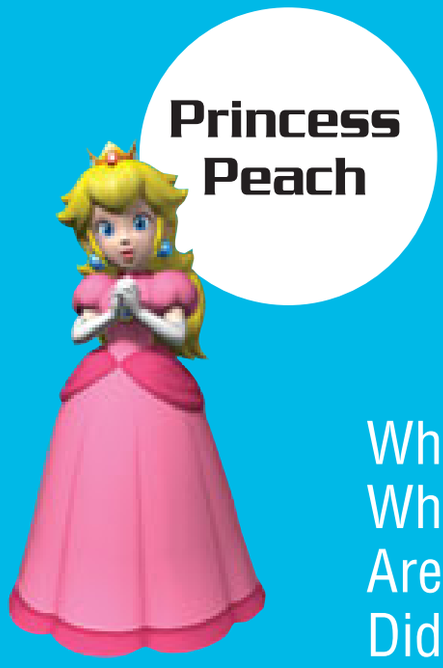
MARIO GAME

Single Player

Peach's Peril

EMERGENCY NEWS FLASH!

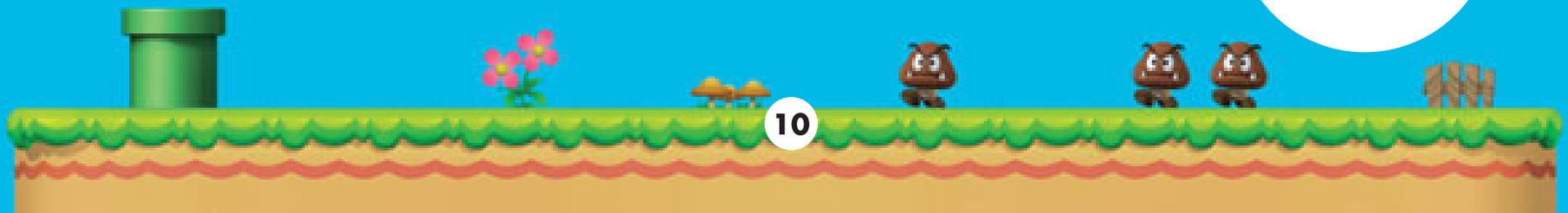
Princess Peach has been kidnapped! While enjoying a nice walk with Mario, the beloved ruler of the Mushroom Kingdom was whisked away by an unknown assailant. How could this happen with Mario around?



According to eyewitnesses, the walk was going swimmingly when Mario and the princess spotted smoke billowing out of Peach's Castle. The mustachioed marvel immediately jumped into action and sped off toward the fire. The moment he left her side, the princess vanished!

Who's behind Princess Peach's disappearance?
Who's behind the attack on Peach's Castle?
Are the two incidents related?
Didn't Bowser Jr. once think Princess Peach might be his mother?

Looks like Mario's going to need all the Mega Mushrooms he can find to get to the bottom of this mess!



Mario Game: Getting Started

1 Select a File

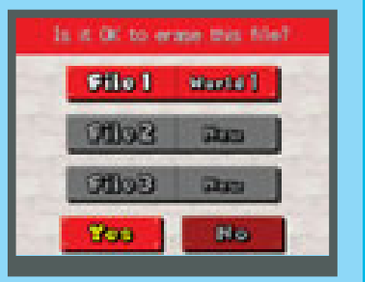
To start a new game, use ✚ to select a file marked New and press Ⓐ to confirm. To continue a previous game, select a file containing saved data. (➡ Page 16)

Copy

Select a file to copy, and then select a destination file to copy to.

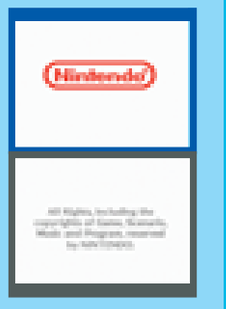
Erase

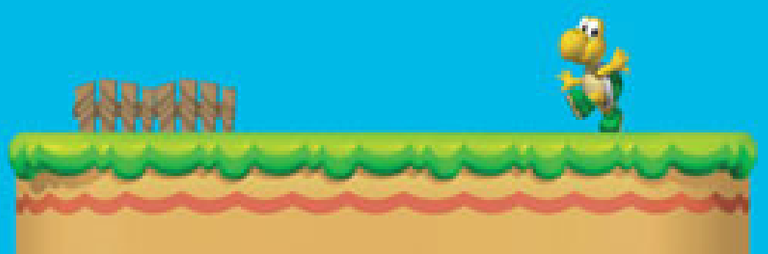
Select a file to erase.

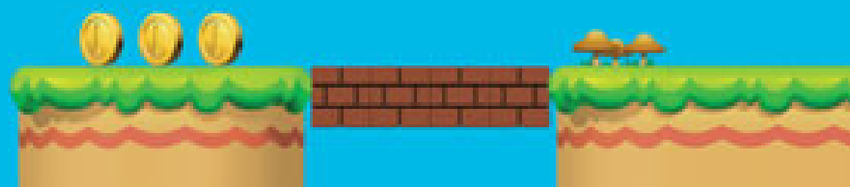


Press Ⓐ, Ⓑ, Ⓧ, Ⓨ, L, and R at the same time to erase all saved data on the Game Card.

CAUTION! Saved data that is erased or copied over is gone forever and cannot be restored.







Viewing the Game

1 Map Screen

Use ✚ to move Mario across the map. Press Ⓐ to begin the course Mario is standing on. Clear a course to move on to the next one, and clear the castle at the end of a world to go to the next world.

Course Name and Star Coins

The course name and the number of Star Coins collected on the course. Flashing numbers indicate that Mario has collected the coins but not yet reached the course goal. (➡ Page 15)

The total number of Star Coins (➡ page 17) Mario's collected on all courses.

Courses

- Open Courses
- Cleared Courses
- Unopened Courses

Stored Item (➡ Page 14)

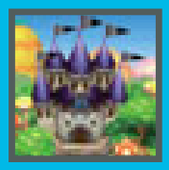
Remaining Lives (➡ Page 14)

Progress bar (➡ Page 14)

World Map

You can move to a different world by tapping one from this map. You cannot move to courses marked in black.

Towers / Castles

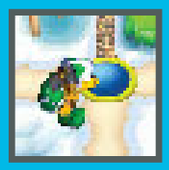


Mario battles Bowser Jr. at the end of each tower course, and he fights different bosses at the end of each castle course. You'll be able to save (➡ page 16) once you complete a tower or castle course.

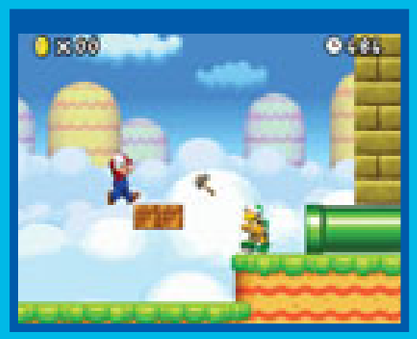
Star Coin Signs

Pay the number of Star Coins shown on these signs, and they'll vanish from the board to open new paths. Once you spend the Star Coins, you can save your progress. (➡ Page 16)

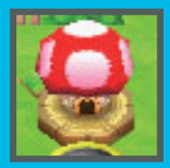
Flying ? Blocks / Hammer Bros.



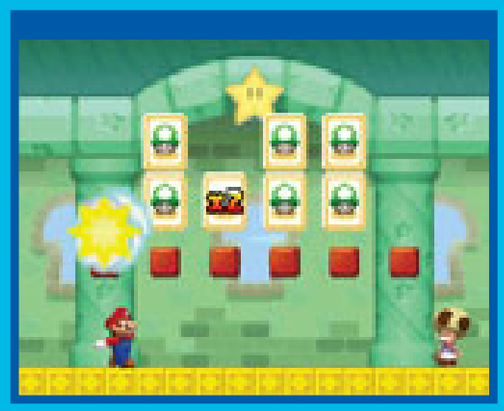
If you see the Flying ? Block or a Hammer Bro. on a course marker on the map screen, then you'll know the block or bro will appear somewhere on that course. Check your progress bar for the ● mark to see where they might be.



Toad House



Along the way, you'll see different Toad Houses where you can get items. Hit blocks or panels on-screen to get items. In the green Toad House, you can earn a lot of 1-Ups, but be careful: if you hit the block with the Bowser card, the minigame will end. You'll get to keep your 1-Ups, but you won't get to hit any more blocks.



2 Action Screen

Coins Collected (➡ Page 17)

Time Remaining

If you don't reach the course goal before time runs out, you'll lose a life. (➡Page 15)

Course Name

Progress bar

Mario's head shows where you are on the current course. The farther you go to the right, the closer you are to the course goal.

Remaining Lives

If Mario falls in a pit, gets hit by an enemy, etc, he'll lose a life. If he loses all of his lives, it's game over. (➡Page 15)

Score

This is how many points you've earned so far. You gain points by breaking blocks and defeating enemies.

Star Coins

This shows how many Star Coins you've collected on the current course. All courses have three Star Coins.

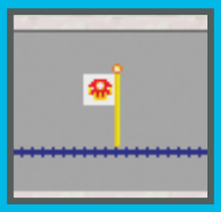
Items

If Mario picks up an item when he's powered up (➡Page 22), the item goes into your reserve spot on the Touch Screen. To use the item, simply tap it to make it drop onto the action screen.

3 Midway Points and Goals

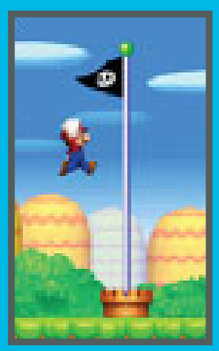
Midway Points

★ Not all courses have midway points



When you reach a midway point on a course, a flag will appear on the action screen, and the midway point will appear on your progress bar. If you replay the course, you'll start from the midway point. However, if you play another course and then return to this course, you'll have to start from the beginning.

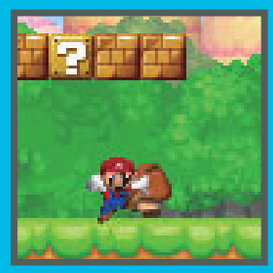
Goals



Every course has a goal at the end. When you reach the end of a course, face the pole and jump as high as you can. The higher Mario grabs on to the pole, the more points you'll earn.

4 Blunders and Game Over

Getting whacked by enemies and falling in pits makes Mario lose a life. If Mario loses all his lives, your game ends, and you'll have to start from your last saved point. If this happens, choose either Continue or Quit.



5 Pause Menu

Press START on the map or action screen to halt the game and open the pause menu. Select menu items with ✚ and confirm with Ⓐ.

Continue

Close the pause menu and return to the game.

Return to map

Leave the action screen and return to the map screen. This option appears only in the pause menu on the action screen.

Options

Adjust sound and control settings. (➡page 8)

Quit

Quit without saving and return to the title screen.

6 Saving and Sleep Mode

You'll see a screen like the one shown here when you clear tower and castle courses. (➡Page 13) Choose Yes to save your game progress. If you're not able to save, you can halt your game by using Sleep Mode. (➡Page 5)

7 Items and Gimmicks

Each course is crammed full of items and gimmicks. Here's a small list of some you'll run across:

? Block

Hit ? Blocks to find coins or items.

Coin

Gather 100 coins to gain an extra life.

Starman

Snag this to gain temporary invincibility. You'll also be able to dash and jump much farther.

1-Up Mushroom

Grab one of these to gain an extra life.

Spin Blocks

Stand on these blocks and jump to perform a spin jump. Press down on ✚ to drop back down in a spinning drill stomp!

Brick

Break bricks, and you might find coins.

Star Coin

Earn enough Star Coins, and you'll be able to open up new courses. (➡page 13)

Red Ring & Coin

Pass through a red ring to make red coins appear for a brief time. If you collect all eight red coins, an item will appear on screen.

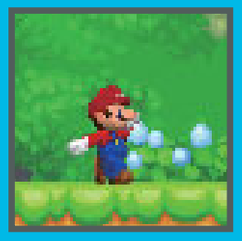
Switch Block

Jump on P Switch blocks to turn bricks into coins and vice versa. ! Switch blocks turn outlined bricks solid, and ? Switch blocks have different effects on different courses.

Action Intros

1 Mario's Basic Actions

Walk Left or right on ✚



Press left or right on ✚ to make Mario walk.

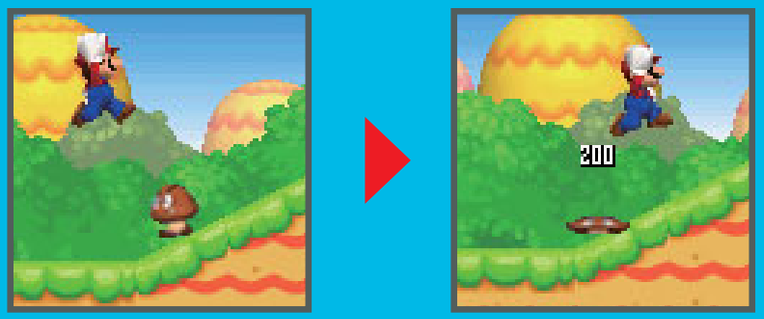
Dash Left or right on ✚ + Dash Button

Press and hold the dash button while pressing left or right on ✚ to move from a walk to a dash. Mario can dash over one-block-wide gaps without falling into them.

Duck Down on ✚

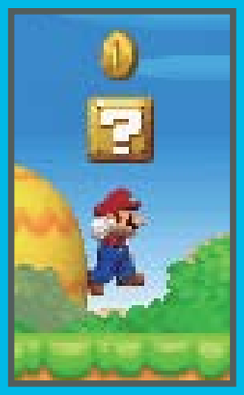
Press and hold down on ✚ to duck. Do this while dashing to make Mario slide for a bit while ducking.

Jump and Stomp Jump Button



Press the jump button to jump: press and release for short jumps, and press and hold for longer jumps. Jumping on top of enemies is the most basic way to attack them. If you press the jump button right when you land on an enemy, you'll be able to jump higher than usual.

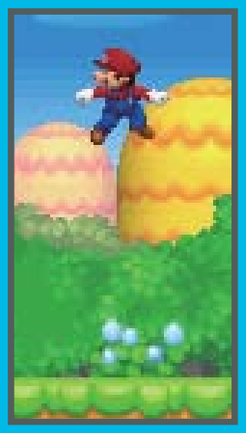
Hit Blocks from Below — Jump Button



Jump while standing beneath blocks to hit (and sometimes break) them. Hitting blocks from underneath allows you to attack any enemies standing on them.

Double Jumps

✚ + Dash Button then Jump Button



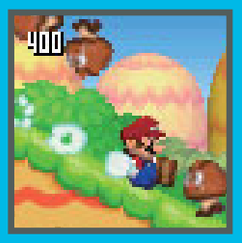
Jump while dashing, then press the jump button again just as Mario touches down to perform high double and triple jumps.

Ground Pound

Press down on ✚ while jumping

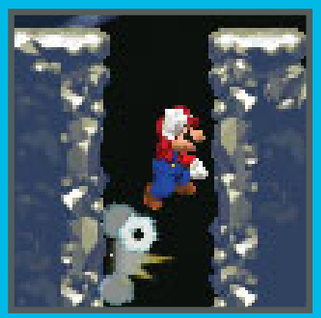
Press down on ✚ while jumping to perform a ground pound. Use this to attack enemies below you as well as break bricks.

Slide — Down on ✚ on slopes



Press down on ✚ at the top of slopes to go slip-sliding away. Mario will topple any enemies he hits while sliding.

Wall Jump — While Sliding: ✚ + Jump Button



While sliding down walls, press ✚ in the direction of the wall and press the jump button to kick off the wall and jump upwards.

Entering Pipes and Doors

Press ✚ in the direction of pipe entrance

Press ✚ in the direction of a pipe entrance to enter it. Press up on ✚ to go through doors.

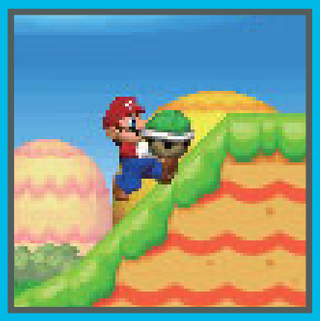
Swim

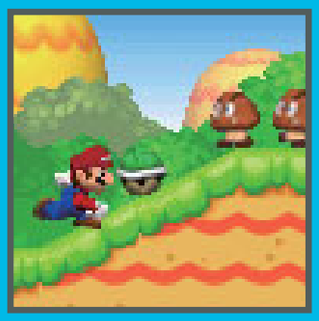
✚ + Jump Button

In the water, press and hold left or right on ✚ and press the jump button to swim.

Grab & Throw Items

Dash Button



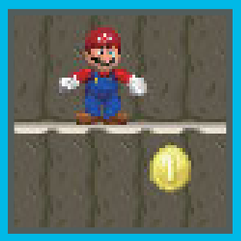


Hit shelled enemies to make them hide inside their shells. Then, press the dash button to pick them up, and release the dash button to throw them. Shelled enemies aren't the only enemies you can pick up.

Sidle on Walls

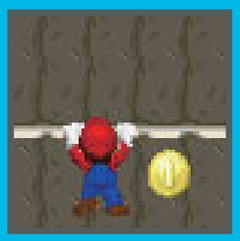
Left or right on ✚

Press left or right on ✚ to sidle slowly along cliffs. Mario can still make short jumps while doing this.

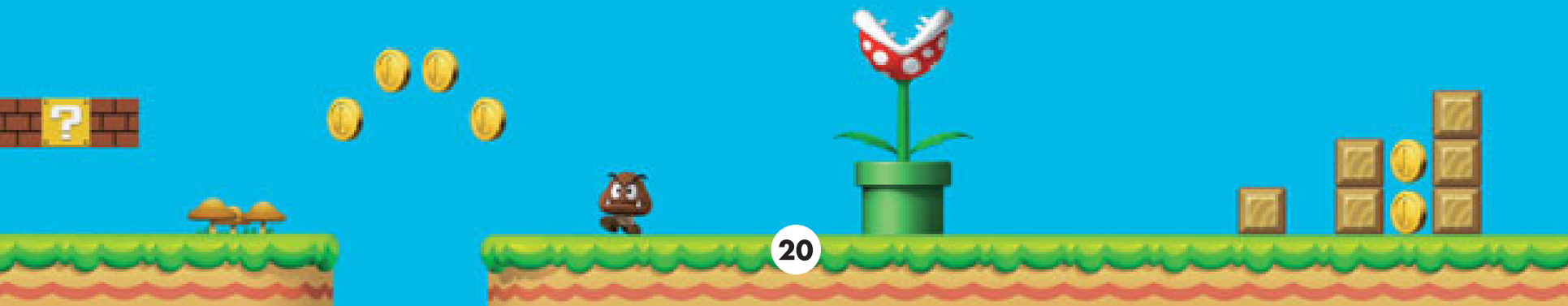


Hang and Go

Left or right on ✚ while hanging

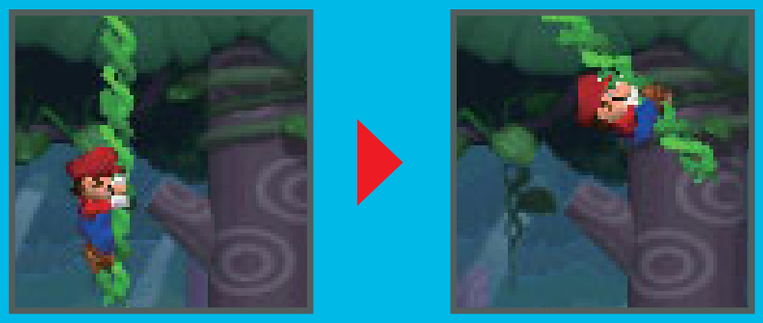


Press left or right on ✚ to move while hanging from edges. Press up on ✚ to climb up.



Swing on Ropes

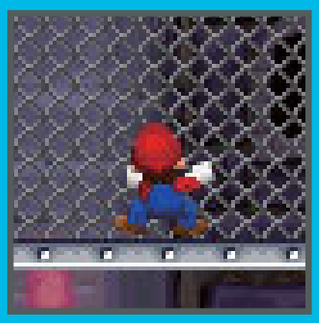
Left or right on ✚ while grabbing



Press up on ✚ to grab ropes and vines. Then, press left and right on ✚ to swing back and forth. Press the jump button to let go.

Climb on Fences

While Hanging: ✚



Press up on ✚ to grab on to fences. Then press up, down, left, or right on ✚ to move. Press the jump button to let go.

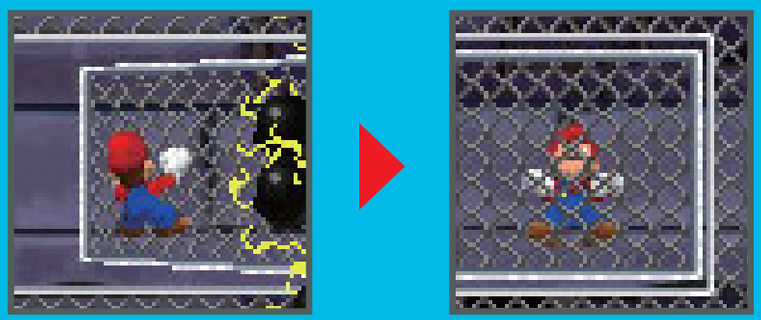
Hit Fences

While hanging: Dash Button

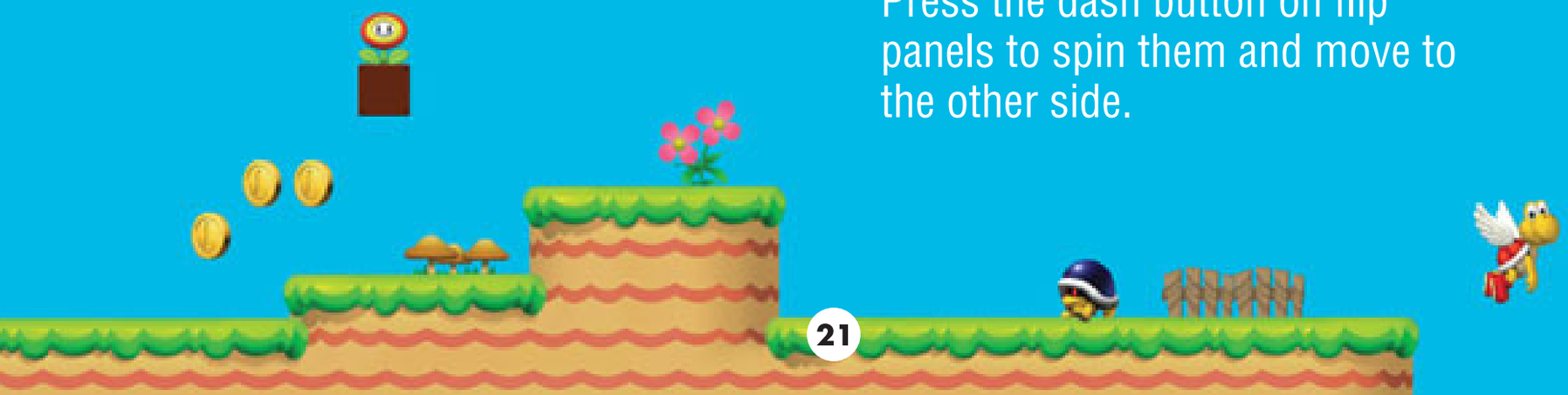
Press the dash button while climbing to bang on a fence and attack enemies on the other side.

Turn Flip Panels

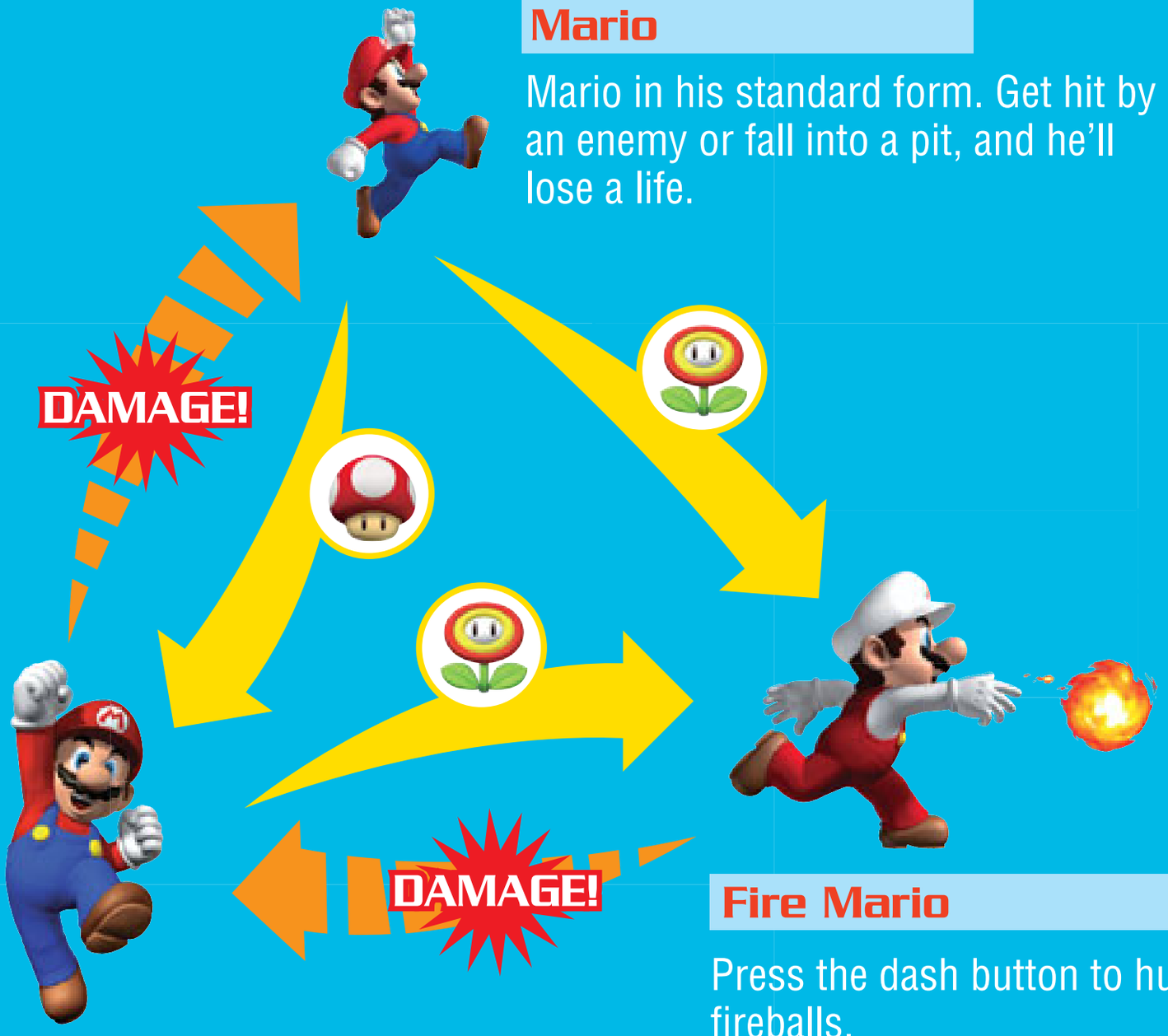
While hanging: Dash Button



Press the dash button on flip panels to spin them and move to the other side.



2 Mario's Power-ups



Mario

Mario in his standard form. Get hit by an enemy or fall into a pit, and he'll lose a life.

Fire Mario

Press the dash button to hurl fireballs.

Super Mario

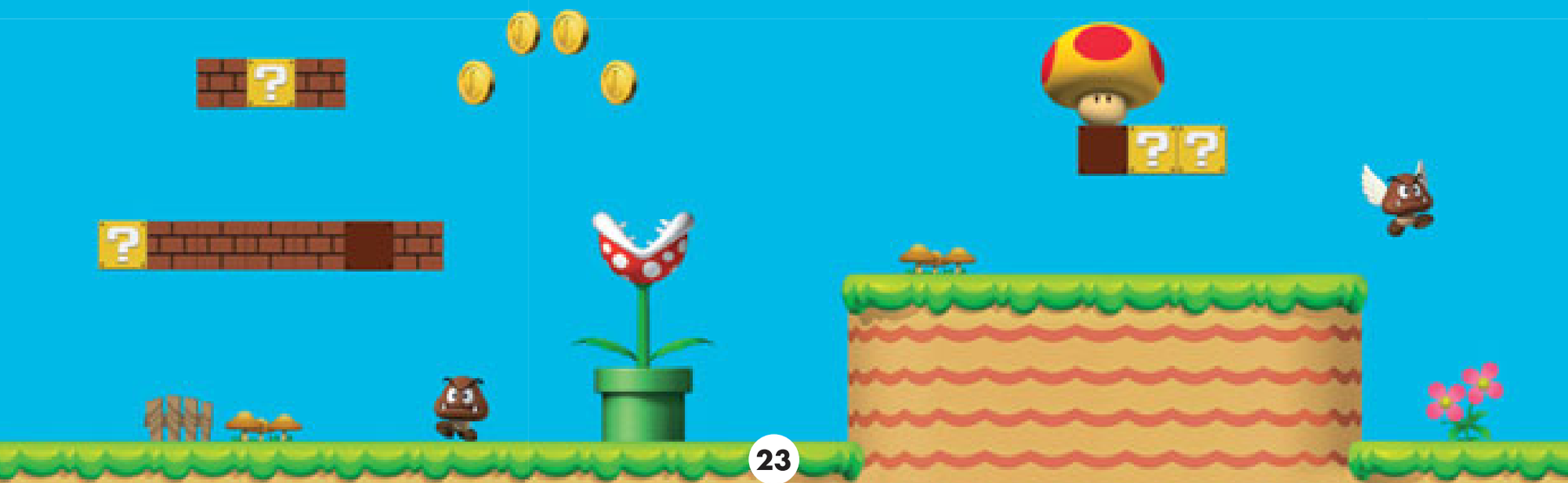
Mario grows bigger and stronger when he gets a Super Mushroom. If he's hit by an enemy, he'll shrink back to standard Mario.

3 Mega Mario

You can find Mega Mushrooms in ? Blocks and Flying ? Blocks. You can also get them from certain Toad Houses. Grab a Mega Mushroom to make Mario grow to colossal size for a short time. Mega Mario can smash enemies, blocks, and even pipes simply by running into them.

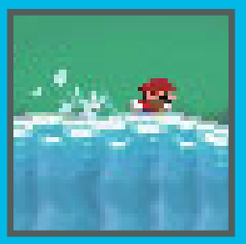
Mega Meter

This meter keeps track of the damage Mega Mario causes to blocks, bricks, etc. If the Mega Meter is above a certain level when the Mega Mushroom wears off, that many 1-Up Mushrooms will appear.



4 Mini Mario

Snag a Mini Mushroom to shrink Mario down to micro size. In this teeny form, Mario can go into small pipes and travel down tiny paths. Plus, he's so light that he can perform floating jumps and run on water! If he gets hit by enemies, though, Mini Mario's done for.

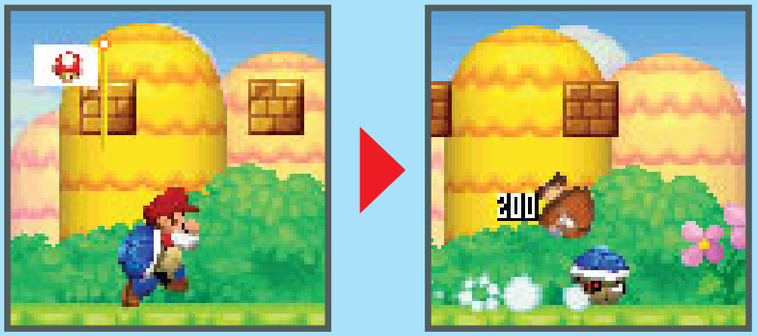


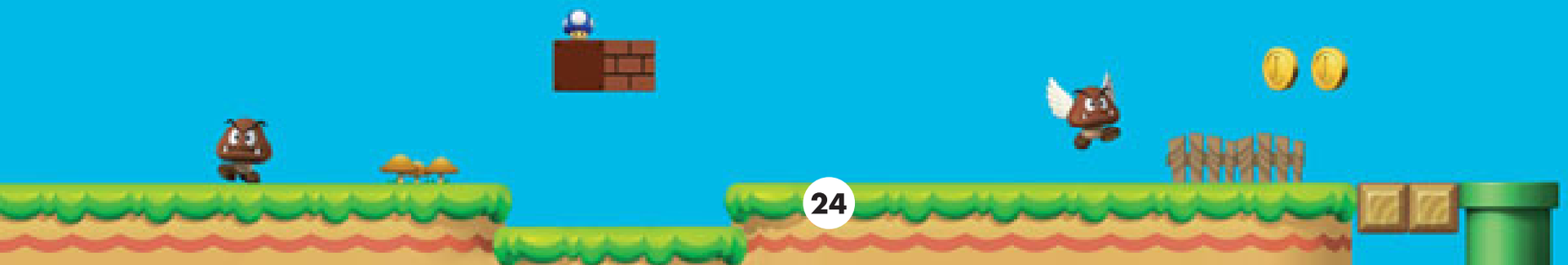
5 Shell Mario

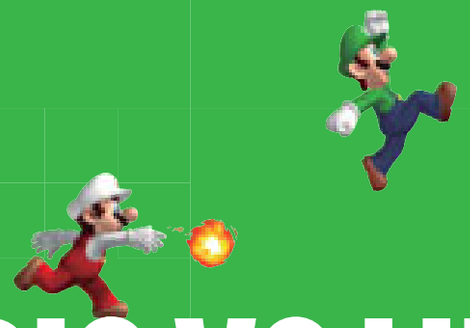
When Mario picks up a special blue koopa shell, he'll transform into Shell Mario. Press left or right on ✚ while holding the dash button to perform a shell dash and go crashing into enemies. If Mario gets hit by an enemy when he's not shell dashing, he'll lose his shell and become Super Mario.

Shell Dash

Hit enemies while shell-dashing to send them flying. If you hit walls or blocks, Mario will go careening off in the opposite direction. To stop shell-dashing, simply release the dash button.







MARIO VS LUIGI

Two Players

Mario Vs. Luigi: Getting Started

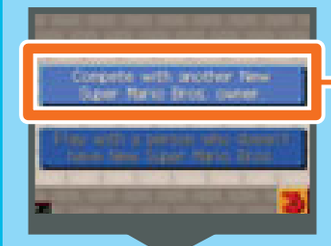
Big Stars appear randomly all over the course. Move quickly and grab the stars before your opponent does.

1 Connecting

Before beginning a wireless game, see page 32–34.

Players with DS Game Cards

Playing with someone who has a New Super Mario Bros. Game Card. (DS Wireless Play: P1, P2)

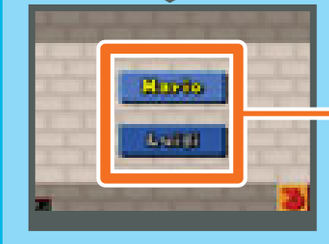


Select the top panel by tapping it or pressing the correct button.

If you select Mario, you're Player 1. If you select Luigi, you're Player 2.

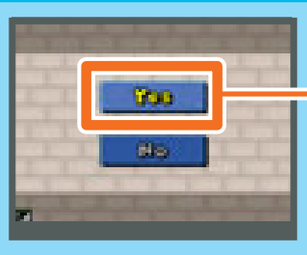
Playing with someone who doesn't have a New Super Mario Bros. Game Card (DS Download Play: P1)

Select the bottom panel by tapping it or pressing the correct button.



No matter which character you choose, you'll be Player 1.

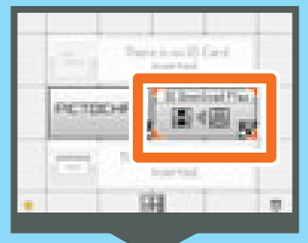
Both players cannot choose to play the same bro.

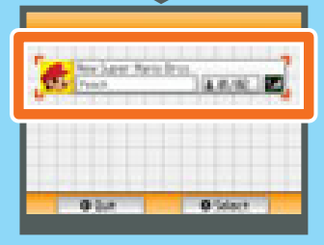


When communications are successfully established and an opponent has been detected, select Yes.

Players without DS Game Cards

DS Download Play: P2





On the DS menu screen, select DS Download Play and then tap the New Super Mario Bros. panel.

Go to the next page. (From this point until the game begins, Player 1 will be in charge.)

2 Setting Game Rules

Personalize the rules of your versus game. Use either the stylus or ✚ to make menu selections and confirm your choices.

Wins — Choose the number of matches needed to win the competition.

Big Star — Set the number of Big Stars (➡ page 28) needed for victory.

Lives — Select the number of lives Mario and Luigi have during the game.

Course — Set the course selection to Choose Each Time or Random.

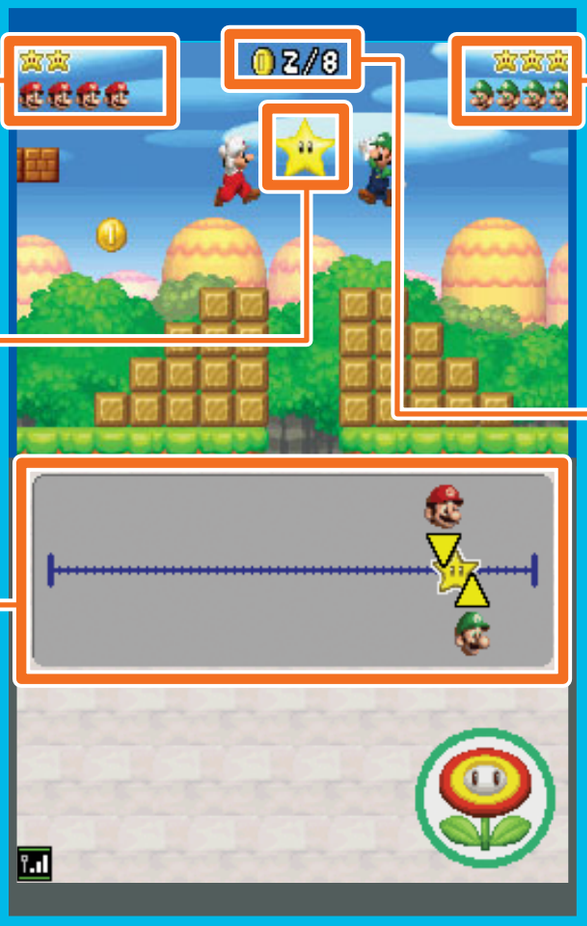
Tap OK when you've finished setting up your rules.

Choose a course before each match or set the selection to Random.

Let the Bros. Battle Begin!

3 Viewing the Game Screens

The number of Big Stars Mario's collected and the number of lives he has remaining.



The number of Big Stars Luigi's collected and the number of lives he has remaining.

Big Stars

Collect Big Stars to win.

Progress bar

This shows the location of Mario, Luigi, and the Big Stars on the course.

Coins

This shows how many coins you've collected. Once you collect eight coins, an item will appear, and this number will drop back to zero.

Basic controls are the same as in the single-player Mario game.

How to Nab Big Stars

Here are some ways you can make your opponent drop Big Stars. Of course your opponent can do the same things to you, so be careful! Dropped Big Stars can be collected by either player.

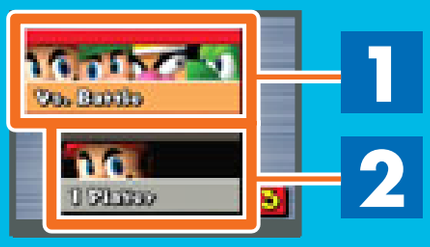
- Jump on your opponent.
- Hit your opponent with a fireball or a shell dash.
- Get hit by enemies, fall off the course, get crushed by walls, etc.

MINIGAMES

Minigames
(One to Four Players)

Minigames

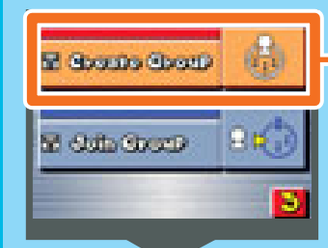
There are two types of minigames in New Super Mario Bros.: Vs. Battle and 1 Player. Tap to proceed. Minigames use the stylus and the mic. For information on wireless communications, see page 32–34.



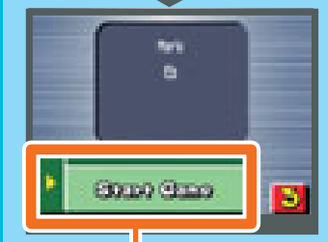
1 Vs. Battle

Players with DS Game Cards

Player who sets up vs. rules (DS Wireless Play: P1)



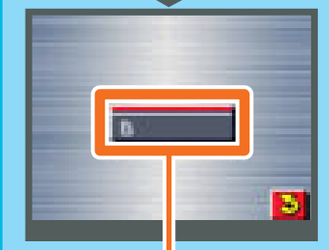
If you choose Create Group



When players 2 through 4 appear, select Start Game

Player who does not set up rules (DS Wireless Play: P2–P4)

If you choose Join Group

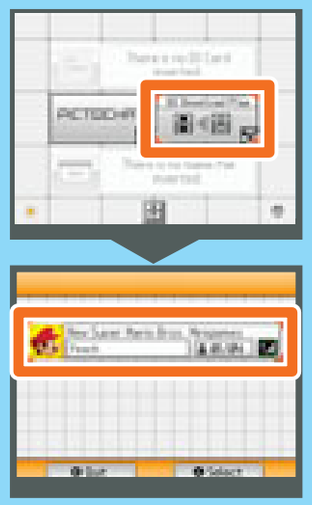


Select the group you want to join (Player 1's name)

Proceed to the next page. (Player 1 will set up the game rules.)

Players Without DS Game Cards

DS Download Play: P2–P4



On the DS menu screen, select DS Download Play. Then tap the New Super Mario Bros. Minigame panel.

Shuffle

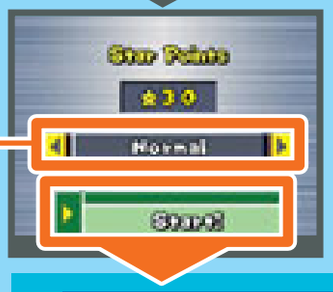
Shuffle will choose a random assortment of games from the genre you have selected. Points are awarded to players at the end of each game. Once the set number of games is finished, the player with the highest point total wins.

Free Play

In Free Play, games are played one at a time, and the loser of each game selects the next game. Points are awarded at the end of each game, and the first player to reach 200 points wins.

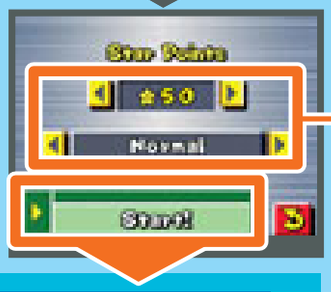
Set the number of games and the game genre to be played. Press START to open the setup menu.

Some games have adjustable difficulty settings. Adjust settings here.



Select genre and minigames to be played.

This is where you can adjust the number of Star Points awarded and, with certain games, the game difficulty.

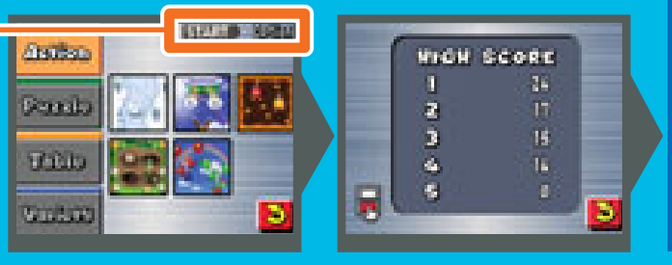


Tap here to start playing!

2 1 Player

Tap a minigame's icon to see how to play that game and to see the game's top scores. (Top scores are saved automatically.) Tap the icon again to begin playing.

Press START to adjust settings.



GAME START

Establishing the DS Wireless Link (DS Wireless Play)

This section explains how to establish your DS wireless link for DS Wireless Play.

What You Will Need to Play Mario Vs. Luigi:

- ☐ Nintendo DS systems — One for each player
- ☐ New Super Mario Bros. Game Card — One for each player

What You Will Need to Play Minigames:

- ☐ Nintendo DS systems — One for each player
- ☐ New Super Mario Bros. Game Card — One for each player

Steps

1. Make sure that all DS systems are turned off, then insert a New Super Mario Bros. Game Card into each system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the “New Super Mario Bros.” panel.
4. Follow the instructions on page 26 or 30.

Establishing DS Wireless Link (DS Download Play)

This section explains how to establish the link for DS Download Play.

What You Will Need to Play Mario vs. Luigi:

- ☐ Nintendo DS systems — One for each player
- ☐ New Super Mario Bros. Game Cards — One

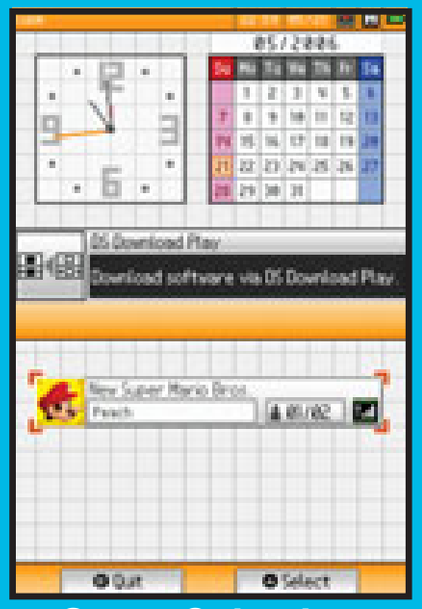
What You Will Need to Play Minigames:

- ☐ Nintendo DS systems — One for each player
- ☐ New Super Mario Bros. Game Cards — One

You can all play New Super Mario Bros. even if you do not have enough DS Game Cards for all players.

Steps for the host

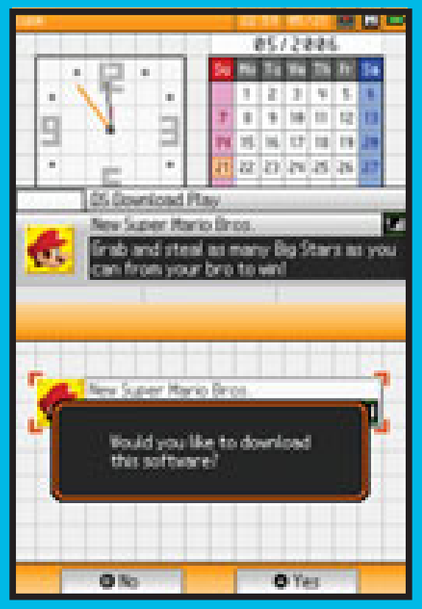
1. Make sure that all DS systems are turned off, then insert a New Super Mario Bros. Game Card into the system.
2. Turn on the power of all the systems. The DS Menu Screen will appear.
3. Touch the New Super Mario Bros. panel.
4. Now follow the instructions on page 26 or 30.



Game-Selection Screen

Steps for guests

1. Turn on the power of all the systems. The DS Menu Screen will appear.
2. Touch the DS Download Play panel. The game-selection screen will appear.
3. Touch the New Super Mario Bros. panel. The game-confirmation screen will appear.
4. When the correct software appears, touch Yes. P1 will start the download process.
5. Please follow the instructions on page 26 or 30.


DS Download Play
New Super Mario Bros.
Grab and steal as many Big Stars as you can from your bro to win!
New Super Mario Bros.
Would you like to download this software?
No
Yes

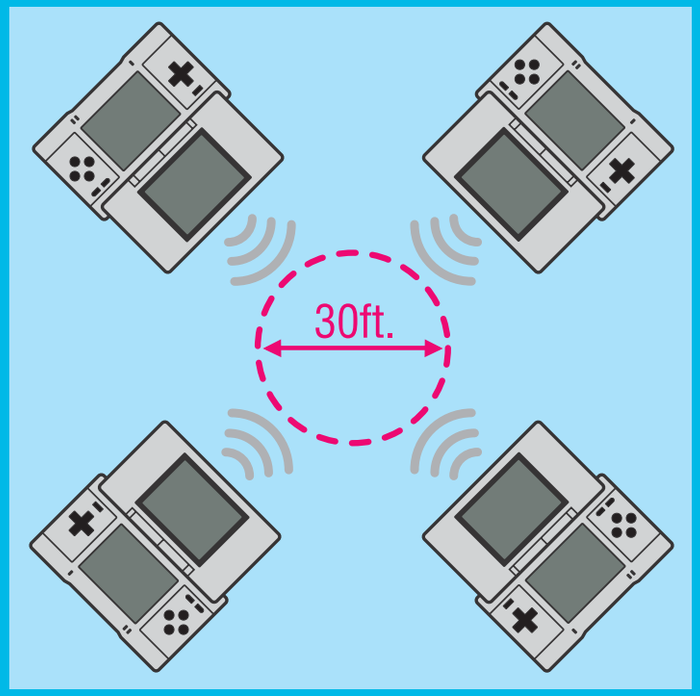
Game-Confirmation Screen

Important Wireless Communication Guidelines

Please be aware of the following concerning wireless communication:

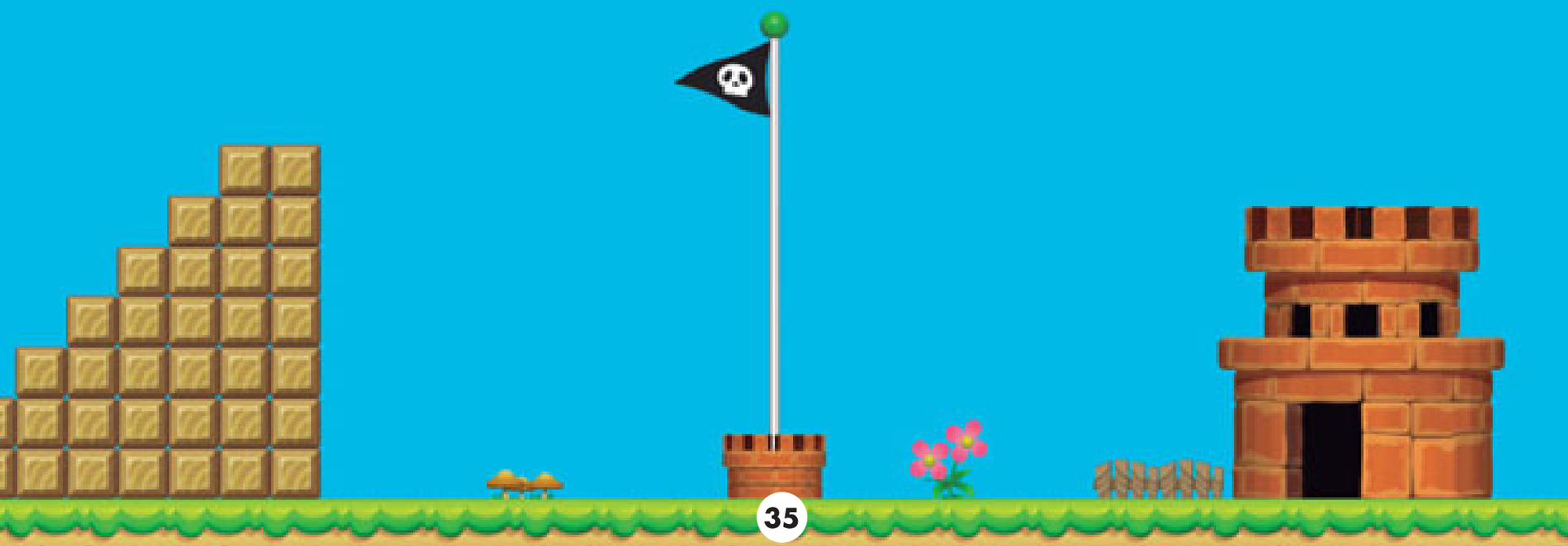
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and onboard air craft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property. During wireless game play, an icon will appear on either the upper or lower display showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.

No. of Bars	0	1	2	3
Strength	Weaker ←			→ Stronger



- Begin with the distance between systems at about 30 feet or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 65 feet or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Notes



Important Legal Information

REV–D

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REV–P

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